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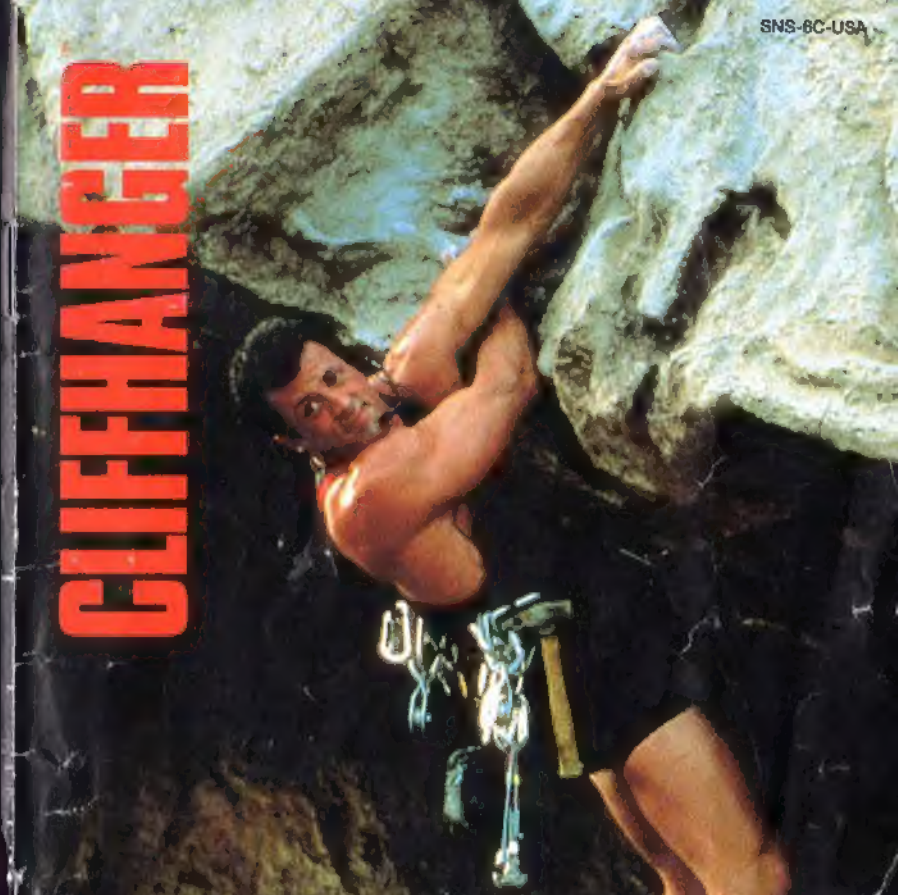
CLIFFHANGER



INSTRUCTION BOOKLET

SONY IMAGESOFT

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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Sony Imagesoft
2100 Colorado Avenue
Santa Monica, CA 90404
For questions or comments about this or other Sony Imagesoft products call (310) 449-2393.

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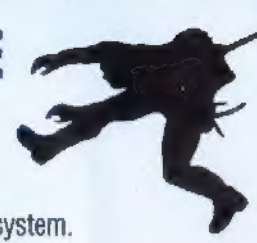
THE WORD FOR ADVENTURE

It's what we say when we're talking about a close call . . . the definition of suspense . . . the word for adventure. . . .

IT'S CLIFFHANGER

Based on the bare-knuckle, big-action blockbuster adventure hit starring Sylvester Stallone, *CLIFFHANGER* brings to your Super Nintendo Entertainment System the treacherous cliffs and icy rock faces . . . the dizzying heights and deadly avalanches. . . the crazed villains and nonstop combat action of the film. *You* are Gabe Walker, Rocky Mountain rescue ace, now facing the most grueling operation of your life: saving your friends and defeating the megalomaniac Qualen and his gang of high-altitude bad guys.

STARTING THE GAME



1. Turn off your Super Nintendo Entertainment System by sliding the POWER bar away from the Game Pak slot. Plug a game controller into your system.

2. Insert the *CLIFFHANGER* Game Pak, label facing front, in the system slot.

3. Turn on the system by sliding the POWER bar toward the Game Pak slot. The Sony and *CLIFFHANGER* logo and title screen appear in sequence. After about 5 seconds, you may press the START Button to go to the Options screen.

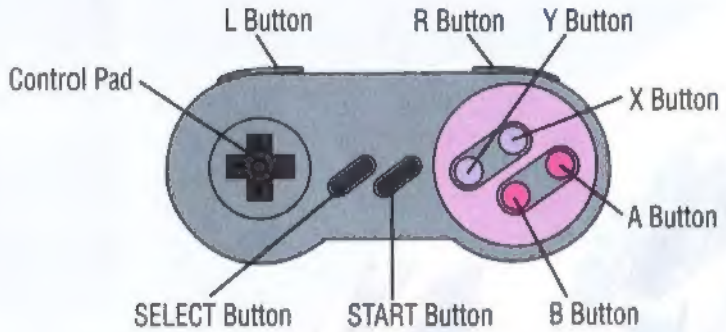
4. At the Options screen you can set up the game as you want, with either stereo or monaural sound, and with three, five, or seven lives. Use the Control Pad UP and DOWN arrows to highlight each option, then use the LEFT and RIGHT arrows to set up the option as you wish.

(If the Options screen is left idle for 30 seconds, a demo of gameplay will begin automatically. Press the START Button to return to the Options screen.)

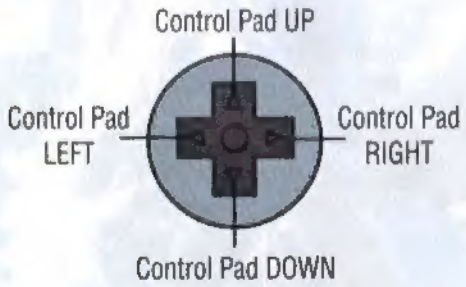
5. When ready, highlight the start game option and press the START Button to begin play.

Game credits will roll on the screen at the end of every game that ends before you have completed all seven levels. To go to the options screen and begin a new game, press the START Button. When you successfully complete all seven levels of *CLIFFHANGER*, you will not be able to exit the credits to the Options screen. Restart your Super Nintendo Entertainment System to start a new game.

NAMES OF CONTROLLER PARTS



This manual refers to the following directions:



GAME CONTROL SUMMARY

TO WALK: Use the Control Pad to walk in any direction—up, down, left, right, and diagonally.

TO RUN: Press LEFT, RIGHT, or any diagonal direction on the Control Pad twice in quick succession to run in that direction.

TO CLIMB OR DESCEND: Look for surfaces with little footholds. To start climbing such a surface, approach the wall and press UP. To start descending, walk to the edge and press DOWN. Then, whether you're climbing or descending, use the arrow buttons on the Control Pad to move in the direction you want. If you're shot while climbing or descending, you'll have a brief moment to recover—press UP while hanging. Press and hold the Y Button to climb or descend more rapidly. But beware—when you're moving fast on a wall, you won't have a chance to recover if you're hit, and you'll fall to your doom.

TO ROPE-CLIMB OVER CHASMS: Walk up to the rope and press the A Button. While grasping the rope, press LEFT or RIGHT to climb hand over hand in that direction. You cannot recover from a hit you take while rope-climbing.

COMBAT MOVES: Use the Controller buttons as follows to fight:

Y BUTTON: Quick press: jab.

In rapid succession: a combination of four punches—jab, left hook, right hook, uppercut. Press the RIGHT or LEFT arrow (whichever is *opposite* to the way you're facing at the moment) during the four-punch move to backhand enemies attacking from behind.

While running: bulldozer move.

When near an object: pick up the object.

A: Jump. Press A while running to execute a flying leap.

B BUTTON: Low kick.
In rapid succession: alternating high and low kicks.
Press and hold: spinning back kick.

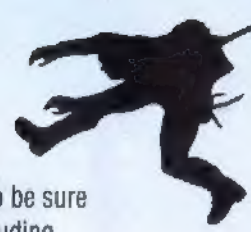
A BUTTON, then B BUTTON: Flying kick. You must press B at the *top* of your jump. Press A, then B while running to execute a running flying kick.

X BUTTON: Block or duck. Press X and any Control Pad direction except down to block blows to your head. Press X and DOWN to duck.
Beware: some enemy moves, such as the low kick, can only be partially blocked; others, like the knife swipe, can't be blocked at all.

L BUTTON or R BUTTON: Super kick. This move clears out your enemies very effectively, but it takes extra energy from your power bar, so it's for desperate situations only.

TO PAUSE GAME: Press the START Button. Press it again to resume play.

TO CONTINUE AFTER LOSING ALL YOUR LIVES: Press the START Button to resume play when you're at the Continue screen.



WEAPONS: You're a pretty rugged guy, but you're still going to need some weapons to survive. So be sure to take advantage of what comes your way, including knives and guns.

Of course, to use a weapon, you first have to take it away from a bad guy who wants to use it on *you*. By attacking, you should be able to get him to drop his weapon. Then you can pick it up (by pressing the Y Button).

Weapons are used as follows:

Knife: To jab with the knife, press Y. To throw it, press X. Once you throw a knife, it's gone.

Gun: Press Y to fire. A gun has 12 rounds of ammo; after you fire 12 times, you lose the gun.

You can have only one weapon at a time. If you have one weapon and want to pick up another, you must lose the one you are carrying: either throw the knife or use up the bullets.

MAIN GAME SCREEN

1: LIVES

This shows how many lives you currently have. Depending on how you set up the game at the Options screen, you start each game with one of the following:

3 lives, 5 continues
5 lives, 3 continues
7 lives, 1 continue

You also earn extra lives when you reach certain point totals; see "SCORING," on page 10.

2: SCORE

This records your point total tallied during each game. The more enemies you destroy, the more points you get. But if you lose all your lives, you also lose all the points you've accumulated. See "SCORING," on page 10, for details on earning points.

3: YOUR POWER BAR

This shows how much energy you have left in your current life.

4: ENEMY POWER BARS

This shows how much energy your current enemy has left. When you're facing the boss of any level, the boss's name and picture appear along with his power bar.

CAMPFIRES

Look for campfires like this one along the way—you need to warm yourself by the fire to replenish your energy.

SCORING

Each enemy you destroy is worth a certain amount of points, which goes up as you progress through the levels. On level 1, enemies are worth the following:

Knife thrower	1500
Platform sniper	1500
Dynamite thrower	2500
Boulder thrower	2500
Army fighter	2500
Knifeman	3500
Judoman	4500
Strongman	5500
Kung fu expert	6500

On subsequent levels, the enemies' values are as follows:

Level 2	Level 1 score + 1000
Level 3	Level 1 score + 2000
Level 4	Level 1 score + 3000
Level 5	Level 1 score + 4000
Level 6	Level 1 score + 5000

Bosses are worth 10,000 points times the level you're on.

You earn an extra life by reaching each of the following point totals:

100,000
300,000
700,000

LEVELS

Here's the basics of what you'll find—and who and what you'll face—in each level of *CLIFFHANGER*.

THE ESCAPE FROM QUALEN

You and your friend Hal fall into the clutches of Qualen, the psycho leader of a band of crazed fugitives. They're looking for three metal cases that were lost in a plane wreck—together, the cases hold $100 million in cold cash—and Qualen positively *insists* that you help in the search. Luckily, you manage to escape, and you set out in search of the money in an effort to ransom Hal and save his life.

You must cross a forbidding mountain landscape and fight off a variety of enemies. Finally, you'll have to outrun a huge avalanche at break-neck speed to survive this level and go on.

IN SEARCH OF THE SECOND CASE

Having recovered the first of the three money cases, you go in search of the second one. In this level, you must find your way through treacherous forested terrain, while fighting ever-more-threatening enemies. And at the end: Heldon, one big, tough, body-slamming wrestler who doesn't make friends very easily.

ON TO DOUGLAS CABIN—AND JESSIE

Now, almost freezing to death, you seek the shelter of Douglas Cabin, the mountain hideaway where your friend Jessie anxiously awaits your arrival. All you have to do is *find* the cabin—and pull off some tricky climbing maneuvers *while* fighting off enemies along the way. Not to mention Delmar and Kynette, the kung-fu kings who stand between you and that high-altitude hearthfire.

QUALEN COPS A CHOPPER—AND GRABS JESSIE!

Just when you thought you'd get a breather, you find you're on thin ice as you have to cross a patchwork of shifting icebergs while fighting off kung-fu masters and crazed musclemen. Then it's up a series of craggy cliffs, dodging deadly rock slides. At the summit, you have to make it through a cave infested with rabid bats and razor-sharp stalactites. Finally, you must get to the third case of money before a big, nasty swarm of bats overtakes you. Along the way, make sure you don't fall to your death while hurling yourself across wide chasms and deadly crevices.

THE CLIMB TO THE TOP OF THE BITKER LADDER

You've found all the money now, but it's a long way to the top of the Bitker Ladder—and your rendezvous with Qualen, where you'll exchange the money for your hostage pals. On the way, you must ascend difficult slopes and avoid the gunfire of Qualen's henchmen. At the top, watch out for Ryan, who'll knock you out with his precision blows.

ALL THAT MONEY, LOST!

Your friends are safe, but you've destroyed the loot and Qualen is out-of-his-mind-mad about it! For you, it's back down the mountain in a *big* hurry, with Qualen in hot pursuit at the controls of the hijacked rescue chopper. Look out for Qualen's minions as they come at you with a vengeance!

FACE TO FACE WITH QUALEN

That's right—it's just him and you. Just him *or* you, too, as you fight Qualen to the death while balancing precariously on the chopper, which is itself barely stuck to the face of a cliff.

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